STORM GHOST – TYPE 32 RAPID ATTACK VEHICLE

ARMOURED – BUILD RATING 2 EACH

MOVE	SOAK	REACT	IMPACT
12/18”	4	6/8	2

DAMAGE		
	4	4

WEAPONS	RANGE	ARC	AP	AT	AA
Plasma Cannon	10/20”	F	6	4	3

Point Blank: Gain +1 Firepower Rating shooting at Short Range.

LOADOUTS

Aerial Insertion: Up to 2 Ghosts may be deployed via a Combat Drop Air Support Mission.

SPECIAL RULE

Diminutive: This Vehicle is treated as an Infantry Element when determining Line of Sight only.

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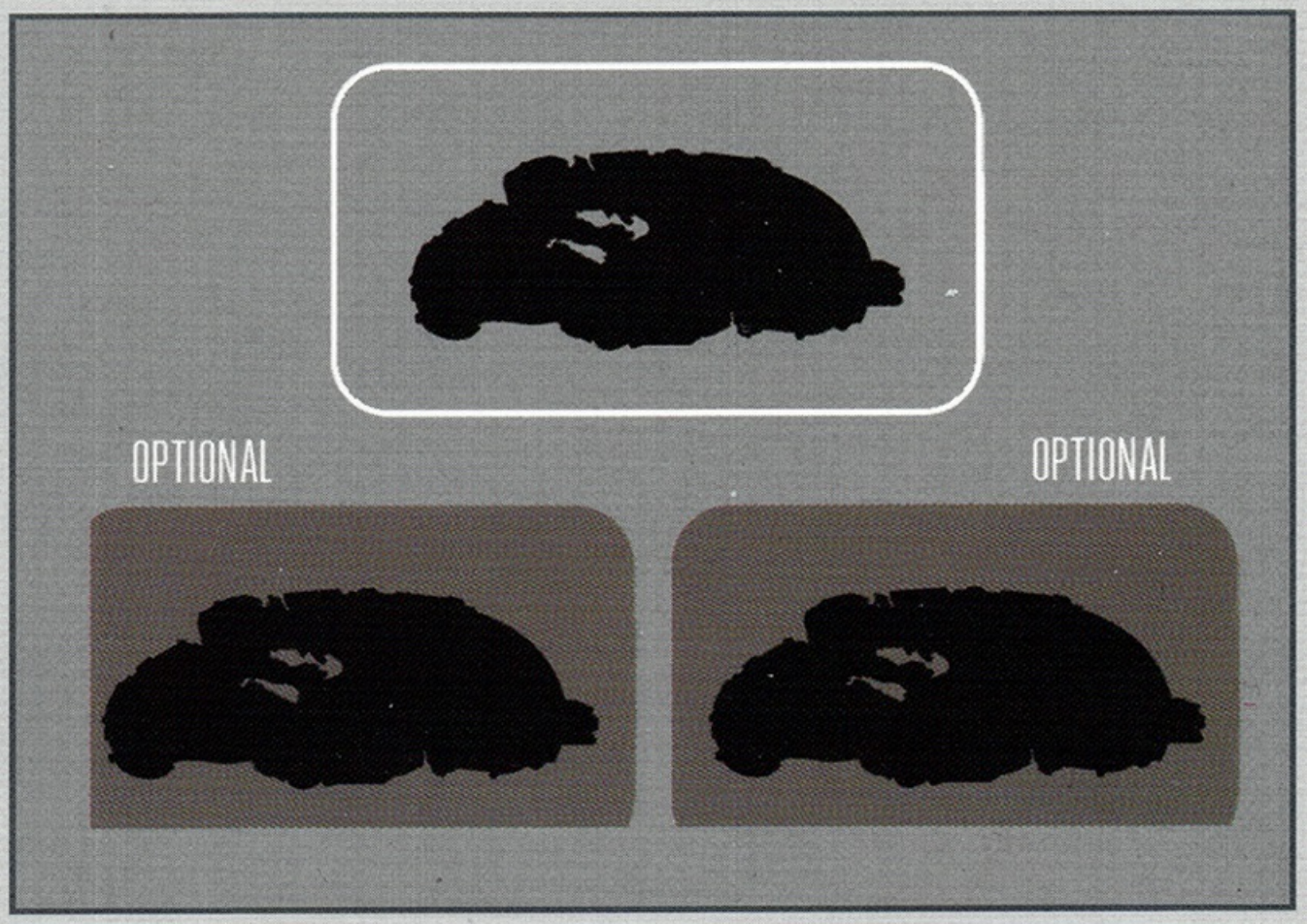
TYPE
ARMOURED

ELEMENTS
1-3

POINTS
100



The Ghost's long history and ubiquitous presence within the Covenant is a function of its remarkable mobility, speed, and firepower. As the Ghost is a Sangheili design, it is highly probable that the operator being exposed is intentional, reflecting the Sangheili sense of martial honor and other quirks of their psychology. Those that serve at the spearhead of an invasion force are piloted by Elites who appreciate both the Ghost's combat effectiveness and the risks associated with an open cockpit. Squadrons of these Elite-piloted Ghosts travel quickly from their drop points to secure tactical loci picked out by the sensor augurs surveying the campaign zone from orbit, though they are given free rein to victimize any military or civilian targets along the way.

The Ghost has proven itself in thousands of sorties and functions well in any terrestrial environment. Use the speed and maneuverability of the Storm Ghost to stay at maximum effective range, but don't be afraid to boost in and ram infantry foolishly standing in the open!

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